

BRITISH GO JOURNAL

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European Congress held in Bristol

The 15th European Congress was held in Badock Hall, Bristol University, from 21st August to 4th September. This was the first time the European Congress had been held in Britain since the London Congress in 1966, and we were pleased to have not only the strongest entry ever for a European Congress, but also the honour of entertaining the Lord Mayor of Bristol, who opened the Congress. Of the 41 competitors, 31 were of 1st kyu and higher strength, although most of the strongest German players could not come.

The main event, the European Individual Championship, was won, as expected, by Zoran Mutab̄zija of Yugoslavia, the 1967 champion. He lost only to Henk de Vries, of Holland, who came second. Another Dutch player, Max Rebattu, was third. The 'Master Tournament' for 2-dan players was won very impressively by Robert Rehm, also from Holland. The team trophy is awarded on the basis of the results of the best three players from each country, and these three players made up the winning Dutch team.

We have to look at the lower tournaments to see a strong challenge from the home team. Tony Cooper lost the 'Master Candidates' - 1 dan and 1 kyu - tournament on a tie-break. This very close competition was won by Barišic of Yugoslavia, but also in with a chance near the end were Kiehl from Munich and Jim Bates from London. Francis Roads won 'Zone 1' - 2 kyu to 5 kyu - only losing one game, and Geoff Briggs won 'Zone 2' - 7 and 8 kyu.

The handicap tournament proved by far the most successful ever held at a European Congress, as more than 120 games were played. The first prize, for the most wins, went to John Allen of Edinburgh, with 12 out of 17. The second and third prizes were awarded on percentage results, and went to van Zanten (10/11) and Ivan Young (9/12) respectively.

Other entertainments included two lightning tournaments, discussion of professional games, and a showing of the Expo '70 Go Film, made by Nihon Kiin, and brought to Europe by Stuart Dowsey.

Detailed results are given on pages 14 and 15.

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Editorial

This is the last issue of the Journal that I shall edit - John Sweeney will be taking over the job. I have enjoyed producing the Journal, but regret that I have been unable to publish it more regularly. I would like to thank all those who have contributed articles in the last two years, particularly John Tilley and John Fairbairn, and encourage them and every other member of the BGA to support the new editor.

John Barrs Memorial Trophy

The Committee has decided that the John Barrs memorial trophy, to be awarded annually to the British National Champion, is to be a suitably inscribed quality Japanese Go board. Anybody who feels indebted to John Barrs for his work on behalf of Go in Britain is invited to send their contribution to the fund to the secretary. Cheques should be payable to the British Go Association.

Secretary's Notes

from Derek Hunter

Club secretaries should please note:

1. It is their responsibility to keep me informed of any changes in club membership, secretaryship, etc.
2. The BGA is trying to establish a uniform national scale of handicaps. Club secretaries should be careful when promoting their players to base their ratings as far as possible on nearly even games with players from another club whose handicaps are known.
3. One reason for the reduced subscription rate for club members is the saving in postage possible only if secretaries batch their orders for books, etc., and if members correspond only through their secretary.

Would all members please note that subscriptions for 1972 are due before 1st January.

ODD NOTES ON GO

by J.T. Fairbairn

Stewart Culin, who was a great expert on Oriental games, points out in one of his books that the nine points on the Go board used for handicap stones represent,

according to traditional Chinese sources, the sun and the moon together with the seven stars of the constellation Tau (Ursa Major).

He gives as a further clue to the cosmical or astrological origins of Go the composition of the pictograph character kwá, which is the Chinese name for the squares on the board (kei in Japanese). It has two parts, one meaning four (sz') and the other referring to the diagrams used in divination (kwá, the phonetic component). The four diagrams represent the four sections of the board, North, South, East and West. This claim may not stand up to modern philological examination (Culin wrote in 1895) but it is nevertheless a fact that many ancient board games, particularly those deriving from the East, do have a cosmical or astrological significance based on the four directions, e.g. Pachisi, Nyout.

The moral of all this, of course, is, "Don't play Go on the night of the full moon with a Virgo!"

Good advice is also contained in a Chinese book called "Wú Ts'ah Tsú" where it says, "Next to wine and women Go leads men astray. If they think it difficult even village boys and common people can play it very skilfully; but if it be thought very easy even the wisest and most intelligent, though they investigate it through generations, may not acquire it correctly".

NEWS

Wessex Go Tournament

The second Wessex Tournament was held on Sunday, 31st October - again in Marlborough Town Hall. Exactly twice as many players entered this year and it seems that this event is now well established after last year's inauguration.

The main characteristics of the tournament also seem firmly settled. Handicap games, played fairly quickly, are the order of the day. The traditional style of the Town Hall itself and the excellence of the volunteer catering add touches of distinction.

The main prize is the Robnor Paints Trophy, a cup awarded to the winner of the top group, who also received an engraved Go Board - as did all the other divisional winners. This year the trophy went to Rick Hubbell, an American now staying in London. The decisive game was in the last round, when he beat Andrew Daly (Reading) by one point.

The second division was won by Mike Roberts of Bristol, who led a very successful Bristol contingent, which won 73% of its games. Still more successful were Harwell (75%) and Woodford (81%), who took the next two divisions, before Bristol came back to take Divisions 5 and 6.

DIVISION 1 (3 dan - 1 kyu) 8 players

- | | |
|---------------------------|--------|
| 1. R. Hubbell (3d, L) | 3 wins |
| 2. A. Daly (2d, R) | 2 |
| 3. J. Cock (1d, Ch) | 2 |
| 4. J. Sweeney (1k, Ca, L) | 2 |

DIVISION 3 (5 kyu - 7 kyu) 9

- | | |
|-----------------------|---|
| 1. D. Wilmore (5k, H) | 3 |
| 2. J. Perring (5k, H) | 3 |
| 3. R. Smith (6k, Ca) | 3 |
| 4. P. Langley (7k, B) | 3 |

DIVISION 5 (11 kyu - 14 kyu) 10

- | | |
|---------------------------|---|
| 1. C. Greef (11k, B) | 4 |
| 2. A. Somerville (14k, B) | 4 |

DIVISION 2 (2 kyu - 4 kyu) 8

- | | |
|-----------------------|----------|
| 1. M. Roberts (2k, B) | } 4 wins |
| 2. D. Hunter (3k, R) | |
| D. Sutton (3k, R) | |
| 4. M. Amin (4k, Ca) | |

DIVISION 4 (8 kyu - 10 kyu) 9

- | | |
|-----------------------|-----|
| 1. J. Hawdon (8k, W) | } 4 |
| 2. P. Atwell (10k, B) | |
| L. Nelson (10k, W) | |

DIVISION 6 (15 kyu +) 8

- | | |
|-----------------------|---|
| 1. C. Barton (15k, B) | 4 |
|-----------------------|---|

B = Bristol, Ca = Cambridge, Ch = Cheltenham, R = Reading, H = Harwell,
W = Woodford, L = London.

Ishida wins Honinbo Title

The trend towards youth in professional Go has been emphasised this year by the success of 22 year old Ishida Yoshio, 7 dan. He started the year by a successful defence of his Nihon Kiin Championship. He has since firmly established himself as the current leader of professional Go by beating Rin to take the Honinbo title, and four days later winning the decisive match of the Professional Best Ten final series against Kajiwara, 9 dan.

Ishida is known among the professionals as 'the computer', and specialises in half-point winning margins. Even the professionals were impressed by his confidence in announcing this margin in the decisive 6th game of the Honinbo series, which he won to take the series 4-2.

He caused more comment, perhaps, by the way he lost one of the games of the Pro Best Ten final. Kajiwara, playing White, had just captured a ko, and Ishida, after due thought, recaptured it and went to close the door, as it was becoming cold. Much to his regret, for he was looking forward to the ko fight, Kajiwara was awarded the game and Ishida disqualified for breaking the rules of Go! Nevertheless he came back to win the series by 3-2.

Reading Go Club

Reading Go Club have recently completed their first Lightning Tournament, which attracted considerable interest in the local press. It was played with time limits of 10 minutes each, plus 10 seconds byoyomi, but with increased handicaps, since fast play favours the stronger player. Handicaps of 2 to 4 stones were increased by one stone, and larger handicaps by two. In spite of this, just over half the games were won by White.

The winner was Andrew Daly.

Woodford Go Club

Woodford are proposing to hold another one-day Congress on 30th January, to follow up the success of the one held in June. Details are available from the club secretary.

Francis Roads has started a youth section of the club, which meets at his house on Wednesday afternoons. The members are aged about 8-13.

Woodford-Reading Match

In a match played on 26th November at London Go Club between Reading and Woodford Go Clubs, Reading won 4 games, Woodford 2 and claimed 2 more by default to tie the match.

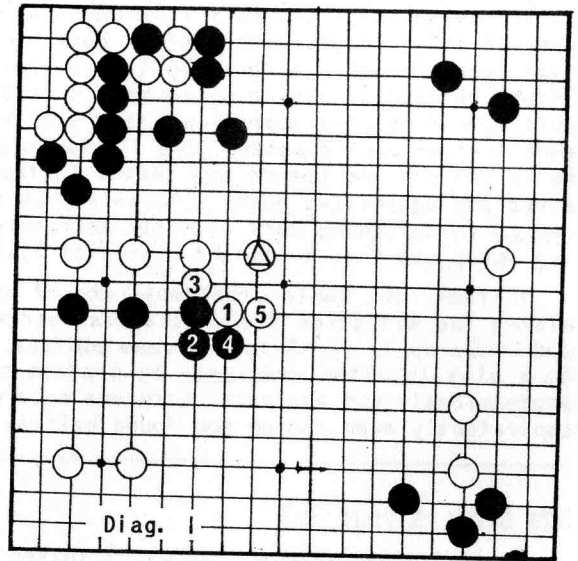
Pro Play

by Takagawa, 9-dan

The study of professional games can teach us katachi and give us an insight into strategy and tactics at the highest level. In studying a professional game it is essential to think deeply about the moves, and this can best be achieved by trying to play the game from memory without looking at the recording - at first a difficult task.

Example:

The diagram shows a position from a game between Fujisawa Hosai and Sugiuchi, both professional 9-dan. Looking at the board we see that Black has a large area of influence on the upper side, and that both players have weak groups on the left side. White's group, however, is weaker than Black's, because it is near the Black thickness above. So, before any invasion, White must strengthen these stones, and the presence of the marked stone makes 1 the ideal move. After 5, White has ideal shape, and a strong position in the centre, which he can use to launch a powerful invasion of the Black moyo above. Black has also been strengthened, of course, but the White shimari is far enough away not to be seriously weakened.



It all seems so simple, but most amateurs would rush into the moyo at once, leaving themselves with two weak groups to worry about. It is often necessary in Go to play a defensive move as a prelude to an aggressive attack or invasion.

ON SWINDLES

J.T. Fairbairn, 2-dan

I'm sure most people have at some time or other felt they had won a game only to be robbed of victory at the last moment by a 'swindle'. Unfortunately too many of these people seek solace in commiseration, and fail to learn the obvious lessons.

The first step is to concede that 'swindle' is generally a misnomer. To swindle someone is to deprive them of their property by pretence, fraud or cheating. We can all think of examples of this in Go, especially if we count as cheating: blowing smelly pipe smoke over your opponent as he is thinking; the coffee gambit; knocking the board over, etc. - all usually old tricks from chess days. I was once confronted in a vital tournament game with an extremely décolletée female opponent. I count that as cheating, though I'm ashamed to say I managed to win.

However, that is not what we normally refer to as a swindle. The loss of a huge territory or group resulting from an impertinent play inside your territory is also the result of a perfectly legitimate move, well within the rules and unashamedly blatant in its intention. This is not a swindle, aggrieved though you may feel at the time.

The distinction is important, because in a genuine swindle there is not much you can do about it within the rules themselves. You could then justifiably feel hard done by. But, in the case of the 'cheeky' player, the only possible recourse

is to realise his play is fair, to pull your finger out (as they say) and not sit back and wait for the reward for your sorely-tried patience in Heaven.

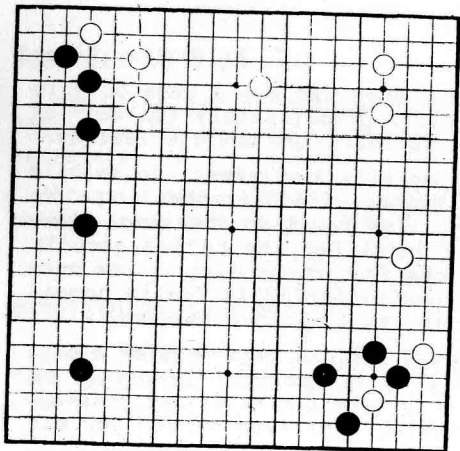
You must, and can, do something about it within the context of Go. The first stage is obviously to try to work out the possible combinations. If this is too difficult or worrying your next step is to count the game and see whether you can afford to sustain a loss. (In doing this you may even find that your only hope is to try a 'swindle' yourself.) Further counter-measures could be ko or seki. Should none of these possibilities offer hope, you will have to try to kill the invader. Even here you can use your replies to the optimum. Having decided that you cannot afford to sustain the loss, or resort to ko or seki, you must then concentrate on cutting off the intruder first, then killing it. *It now makes absolutely no difference whether your opponent goes further and further into your territory so long as he is cut off and has no eye shape.* In fact most beginners seem to play defensive moves and aggressive moves alternately in such a situation. If they use those moves wasted in defending part of their territory, they would have twice as many attacking moves and thus twice the chance of killing the invader.

In fact, the whole problem is one of an attitude of mind. Firstly, in recognising the situation for what it is, secondly, in deciding on a course of action and *sticking to it*. This may seem obvious, but the inability to play consistently to a plan is often mentioned by professionals as marking the difference between professionals and amateurs. Haruyama once went so far as to say it was best to play consistently even though you found halfway through that your plan was bad!

How Good is your Go?

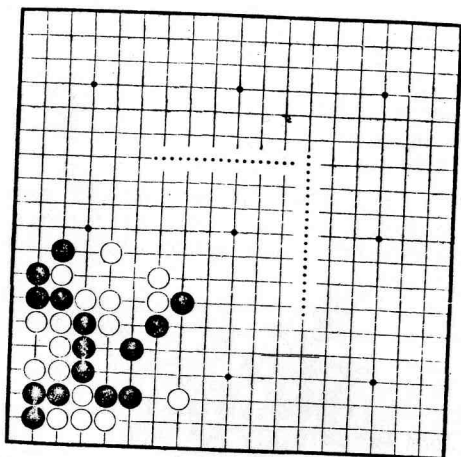
J.T. Fairbairn

Based on the article 'Dan-kyu i shiken' in Kido. There are 6 questions, one on each phase of the game. Answer them, then check your score at the end.



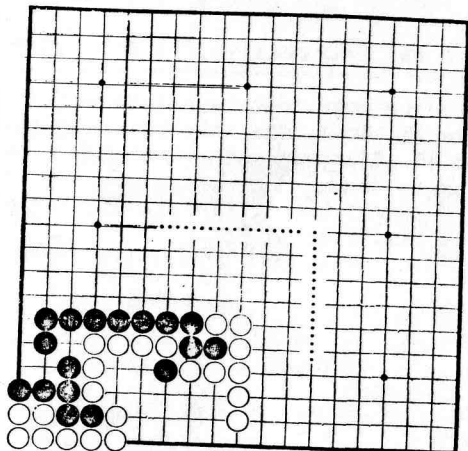
I. THE OPENING (B to play)

Give the next move.



2. 3-MOVE PROBLEM (B to play)

How should B play?
Give the next 3 moves.



3. PLAYING INSIDE THE OPPONENT'S TERRITORY (B to play)

Find the best sequence.
W has no ko material elsewhere.

The other three questions will appear in the next issue.

Diamond v. Miyashita

Black: John Diamond, 4-dan, British Champion.

White: Suzue Miyashita, 5-dan, former Ladies Amateur Honinbo.

Time: One hour each, plus 30 secs byoyomi. No komi.

Comments are by Miyashita Shuzo, 9-dan (Suzue's father). Other comments, in parenthesis, are by various people, including John Diamond, John Tilley, and the Editor. This game was played at Geoffrey Gray's house, and relayed to another room where about 30 people heard Miyashita 9-dan comment on the game in progress.

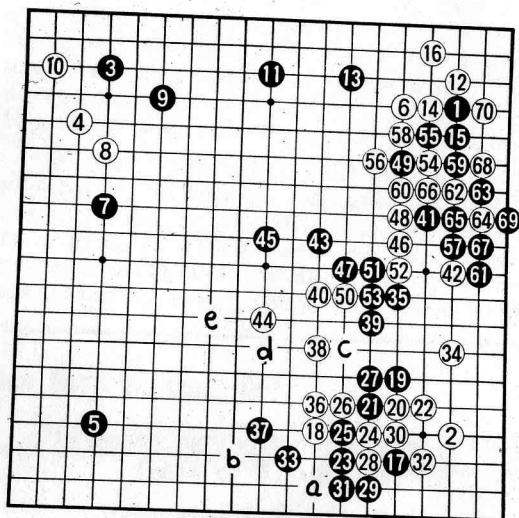


Fig. 1

- Black 43. Bad - this leaves a weak point around 46. Black 39 was a passive move and this 43 is too aggressive, so Black's plan is inconsistent.
- White 44. Not so good, the shape 38, 40 and 44 is usually poor. (This shape - the 'sake bottle' - lacks eye-making potential.) 44 should be at 'd'.
- Black 45. 46 is correct. Now up to White 54 Black is forced into a horrible shape, but 54 is an overplay and should be at 'e'.
- White 56, Black 57. Both bad, Black shouldn't give up 49 so easily.
- White 64. Big, but loses sente. White should play at 68, keeping sente (can you work out why?) and then at 'e', the vital point on the board.

Figure 2 (71-152) (At the start of this figure the game hinges on the result of the fight which starts with Black 71 - 'e' in Figure 1.)

Black 71. Very good.

Black 73. Bad. He must play at 84, White 'a', and now Black 76.

Black 75. Should play at 75 to gain territory and continue the attack.

(Black 79. John thought his moves 79-83 were sente and was surprised by White's tenuki at 84. What would have happened if he had been able to play here first again?)

Figure 1. (1-70) In an amateur game the fuseki makes little difference. The result hinges on the middle game battle.

(Black 17. John wants to play at 17 and to follow it with 65. His stones 1 and 15 are very weak.)

White 24. This is joseki. I invented this new line myself quite recently. (John is obviously not aware of this or he would not have played at 23!)

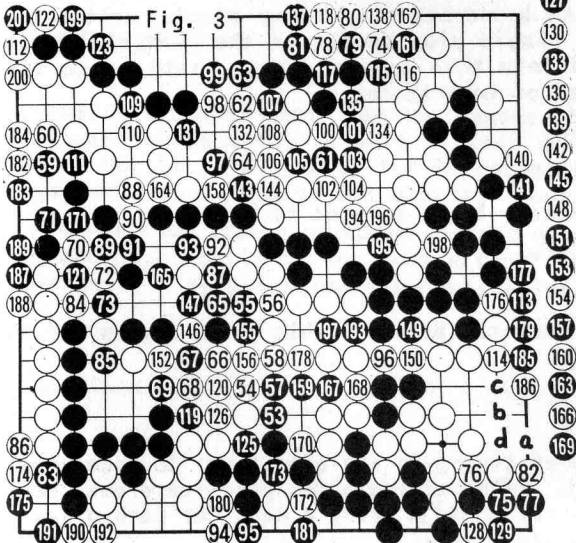
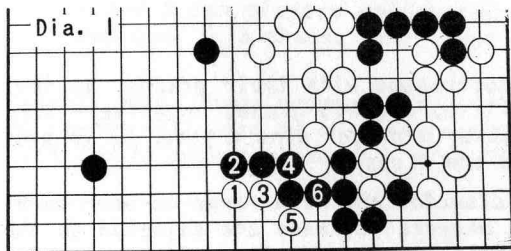
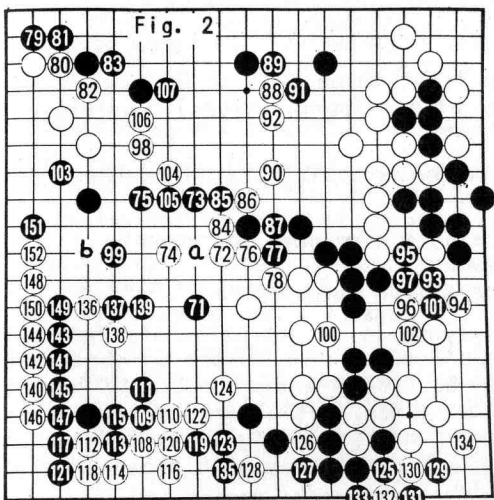
Black 31. The correct move is at 'a'. 33 could then be moved to 'b', and 37 played elsewhere. Black lost one move here.

Black 35. This move goes in the wrong direction and should have been at 38 or even 'c'.

Black 39. Too passive, he must play 50.

Black 41. Good, nicely balanced.

White 42. Good, the only possibility.



White 84-90. Not so useful as Black can easily connect at 93.

(White 98. Now we shall never know!)

Black 107. Not necessary. If he had played in the lower corner, he would lead.

White 108. This invasion has to come. However, the vital point is at 123.

Diagram 1 shows what might happen. (Better for White.)

White 118. Black has strengthened White, and his lower group is painfully weak.

White 122. Should be at 128. Black can get a ko if he plays correctly. otherwise his group is dead. (! The variations here are very complicated.)

White 124. Should still be at 128. Black is still in mortal danger.

Black 135. Black was lucky to save this group.

White 136. This invasion, though very risky, is forced since White is behind.

White 140. Correct, of course. If she had played at 145 I would have disowned my daughter!

Black 141, 143. Black should have protected the cut at 147 immediately. White lived here only because of Black's weak moves.

White 152. Now that White is alive here, she is very slightly ahead.

Figure 3 (153-201)

(White 158. A good connection which surprised John.)

White 182. Not necessary. If Black plays 82, White 'b' is a must. Should White play at 'a' then Black 'b' and all is lost (White 'c', Black 'd'). Anyway, there are possibilities here, but 82 is unnecessary at this stage. Black 189. This ko will decide the game, as it is worth 4 points.

Mr. Miyashita's comments end here. Black won the ko at 189, and that at 201, which is not shown in full, to take the game by 1 point. This was an excellent result for John as Miss Miyashita is a very strong player, though she was tired by travel and a little unlucky in the game.

124

127

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A Review of the McMahon System

by John Thewlis, organiser of the Leeds Congress.

Following the tradition established at the first three British Go Association Congresses, the system for performing the draw at the fourth (Leeds) Congress was different from anything that had gone before.

The McMahon system is a modification of the Swiss system used throughout the Chess world. It is designed to:

1. allow all players to take part in a single even-game tournament,
2. produce an overall winner,
3. utilise the known dan and kyu ratings of the competitors.

In the Swiss system, it is assumed that everyone is of approximately the same standard, and, at each round, players who have won the same number of games are paired together. If this system were used in Go, there would initially be the farce of dan players engaging beginners in even games, but after several rounds (20 ?) the players would be sorted into an order corresponding to their grades. The McMahon system is roughly equivalent to the Swiss system with these initial rounds replaced by the established grading system.

Working the System

The players are placed in classes which correspond with their grades, so that shodan is class 0, other dan grades are positive, and kyu grades negative - i.e. 2 dan is +1, 1 kyu -1, 2 kyu is -2, etc. Whenever a player wins a game, he is promoted one class; when he loses, he is demoted one class.

The tournament organiser can prepare the draw for the next round as soon as he has the results from the previous round. The players' classes are adjusted as the results come in and the players sorted into their new classes. When all the results are in, the general shape of the draw can be worked out, using simple arithmetic rules to decide how many in each class should play people in the next class up. The individual players are then fitted into this general shape, subject to the following constraints, which are in order of importance:

1. No player to have more than one bye.
2. No two players to meet more than twice.
3. The general shape calculated previously to be adhered to.
4. No two players to meet more than once.
5. No two players from the same club to meet.

During the later rounds the last two constraints are liable to be broken fairly frequently.

Advantages of the System

1. It is easy. This is not obvious when trying to explain it, or to understand it from a written explanation, but, after making a few practice draws, most people should get the hang of it fairly quickly. Using a card for each player, when trying to make the draw, is a great help.

2. It is quick. Two people can produce the next draw within ten minutes of receiving the last result.
3. It is fair. The draw practically runs itself.

Disadvantages and Suggested Amendments

At the Leeds Congress, a few people complained about the way the system was working. At the time the only answer given was that we were sorry but that was how the system worked. Some elaboration is given here.

1. A 1 kyu player who wants promotion to shodan must play against dan players. A case occurred at the Congress of a 1 kyu player who played against other kyu players and a 3 dan.
2. Players at the lower end of the scale often had to play people from their own clubs or to meet the same opponent twice. This could be remedied by making the classes at this end of the scale cover more than one grade, since these people would often rather play handicap games anyway.
3. The competition for the top prizes turned out to be rather too much of a two-horse race. Starting all the dan players at class 0 would mean that more 1 and 2 dan players would have to be beaten before the contenders finally emerged. This change would also help the 1 kyu players.

Editor's Note: These suggestions will be adopted for the 1972 Congress at Woodford. The system will also be changed to reduce the violence of the random fluctuations, which led to some considerable mismatches at Leeds.

ODD NOTES ON GO

J.T. Fairbairn

Here is a useful hint from the famous 11th century classic, Tale of Genji, for Go players whose wives or girl friends don't see eye to eye on spending so much time on Go. It is a game called Rango, played only by women in the Heian period, which involves balancing the greatest number of stones possible on one finger.

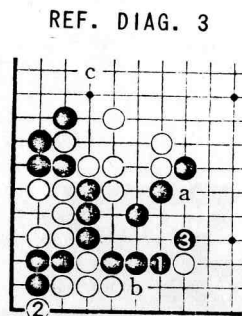
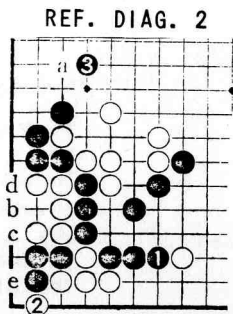
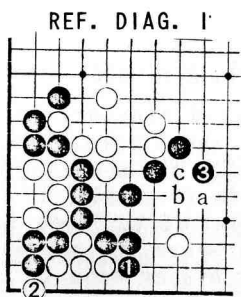
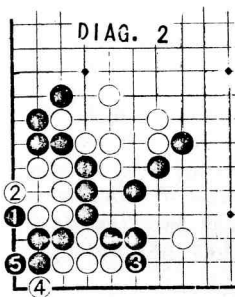
However, the status of women was not quite the same then as now, perhaps, since the same novel tells us how Prince Kaoru won the hand of an emperor's daughter - reluctantly - by defeating the emperor in a game of Go.

4 points S

The numerous S points for B are all inferior to the previous moves. Each of them gets 4 points.

3 points All other *reasonable* moves.

2. 3-MOVE PROBLEM



10 points 1 to 3 in DIAG. 2

First B 1, the appropriate tesuji to force W 2, then B 3 osae is the correct order of moves. After this, if W 4 hane, B can start a ko fight with 5. If W plays 5 tsuke instead of 4, B destroys W with 4 sagari. If you gave B 1 to 3, score 10 points.

7 points B 1 in REF. DIAG. 1

If B simply plays osae 1, after W 2 his stones in the corner are unconditionally captured. This, together with any of the tsugi moves, 3, 'a', 'b' or 'c', gets 7 points.

7 points B 1 in REF. DIAG. 2

B 1 tsuppari, W 2, B 3 is 7 points too.

B 'a' instead of 3 is also good.

Also 7 points is the variation B 'b' oki instead of 1, W 'c', B 'd', W 'e'. Yet another variation for 7 points - B 'd' hane, W 'c'.

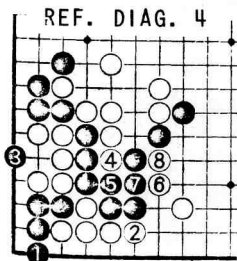
6 points B 1 in REF. DIAG. 3

After B 1 tsuppari and W2, B3 hane is a little heavy. If B plays tenuki, and W cuts at 'a', then B 3 is the point to play. If you answered as in this diagram - 6 points.

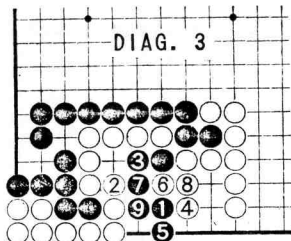
5 points B 'b' osae, W 2, then B 3 at 'a' - 5

4 points After B 1 sagari, W's crawling move 2, and B 3, B seems to have won the semeai, but W 4 tsukidashi prevents this, and after W 6 and 8, B is captured. 4 points.

0 points All other moves.

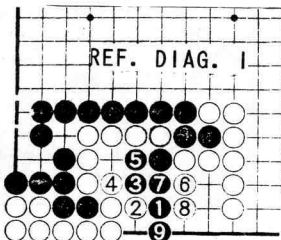


3. PLAYING INSIDE THE OPPONENT'S TERRITORY



10 points B 1 to 9 in DIAG. 3

B first plays the timely ikken tobi 1, then if W answers with tsugi 2, B 3 is important. W 4 tsuke is the utmost he can do and the sequence up to 9 results in seki, which is the right answer. 10 points.

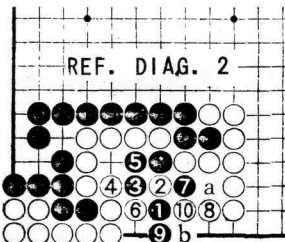


B 1 to 9 in REF. DIAG. 1

If W plays 2 tsuppuri in answer to B 1, B 3 and 5 are inevitable. Then W 6 to B 9 results in seki with W's sente. This is also a correct answer with 10 points. If B tries 7 instead of his 3, after W5 he loses through meari-menashi (A semeai where the opponent has one eye, and the other player none.).

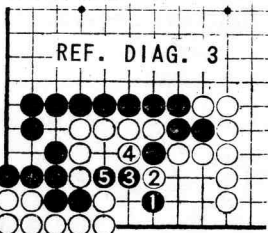
8 points B 1 to W 10 in REF. DIAG. 2

After B 1 to B 9, W can only make a seki in gote, so this answer gets 8 points.



5 points

If W fills in a liberty at 'a' instead of playing 8, B creates a ko with kosumi 'b', 5 points.



7 points B 1 to 6 in REF. DIAG. 3

In this variation, after B 3 ate and W 4, B 5 causes a great loss for W. W has made a mistake involving the capture of 8 of his stones, so only 7 points.

0 points Other moves for B 1, e.g. 2 sagari, all fail.

RESULTS OF EUROPEAN GO CONGRESS

European Championship

	R	D	dV	E	M	W	G	Wins	
Rebattu NL	-		0		0			4	3rd
Diamond GB	0	-	0	0	0		0	1	7th
de Vries NL			-			0	0	4	2nd
Ekart J	0		0	-	0	0		2	5th
Mutabzija J			0		-			5	1st
Wiltschek A	0	0			0	-		3	4th
Goddard GB	0			0	0	0	-	2	5th

Master Championship (2 dan)

1. Rehm NL 8 wins, 2. Gaspari J 6, 3. van Zanten NL 6, 4. Dowsey GB 5,
5. Zagorc J 4, 6. Florian A, Pinckard US 3, 8. Daly GB 1, 9. Hungerink
NL 0.

Master Candidates (1 dan, 1 kyu)

1. Barisic J 7 wins, 2. Cooper GB 7, 3. Bates GB, Kiehl G 6, 5. Metcalf
GB, Tilley GB, de Bruin NL 5, 8. Unger G, Bizjak J 4, 10. Hall GB, Hitchens
GB 3.

Zone 1 (2 kyu - 5 kyu)

1. Roads GB 5 wins, 2. Unger G, Allen GB 4, 4. Young GB 3, 5. Beigel G,
Gray GB 2, 7. Black Mexico 1.

Zone 2 (7 kyu, 8 kyu)

1. Briggs GB, Slooter NL 3 wins, 3. Jungling A 0. Play-off: Briggs 2, Slooter 0.

Handicap Tournament

Totals: 1. Allen GB 12 wins, 2. Diamond GB 11, 3. van Zanten NL, Bizjak J 10,
Percentage: 1. van Zanten 10/11, 2. Young GB 9/12, 3. Diamond 11/15.

NL = Netherlands, G = Germany, J = Jugoslavia, A = Austria.

New Material available from the British Go Association (for members only)

GO: International Handbook and Dictionary by John Tilley. 50p each

This is a booklet with sections on the history of the game, and the rules.
Facts about the professional players in Japan, and the major Japanese
tournaments are included, and there is a dictionary of Go terms and a
glossary of Japanese terms.

Go ties. These are in Navy Blue, Maroon or Green, with the 'Go' character
printed in Gold. £1.15 each

Foreign Go Magazines: various issues from Holland in Dutch, and Germany
and Austria in German. These are available for loan for a fortnight at a
time at the rate of 5p each

Chess clocks: up to eight Chess clocks are now available for loan for a
week at a time, if collected, at the rate of 5p each

ALL PRICES INCLUDE POSTAGE AND PACKING WHERE APPLICABLE.

CLUB ADDRESSES different from lists in issues 13, 14.

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BRITISH DAN HOLDERS

The following members, normally resident in Britain, are recognised by the BGA as being of Dan strength:

- 4 dan : J. Diamond.
- 3 dan : A. Goddard (promotion to 4 dan under consideration.)
- 2 dan : A. Daly, J. Fairbairn.
- 1 dan : J. Bates, L. Bock, J. Cock, A. Cooper, P. Dunn, F. Hall, R. Hitchens, C. Irving, J. Tilley, D. Wells.